

MAKING FISHING GAME TO LEARN VOCABULARY FOR KINDERGARTEN STUDENTS

Siti Linda Kurniani¹, and Safra Apriani Zahraa²

¹Alumnus of State Polytechnic of Bengkalis

²Lecturer of State Polytechnic of Bengkalis

State Polytechnic of Bengkalis

Jl. Bathin Alam-Sungai Alam, Bengkalis-Riau, 28711 Telepon: (+6277) 24566,
Fax: (+2766) 800 1000 e-mail: lindakurniani@gmail.com, sapra@polbeng.ac.id

Abstract : *Vocabulary is one of important component in teaching English, in addition to other components such as structure, pronunciation and intonation. Mastering the vocabulary is very important especially for students who learn foreign languages. In general, students who just start to learn English need knowledge of vocabulary because with a good and adequate vocabulary, the students will be able to understand the meaning of English. Therefore, the use of learning media in learning will surely help these learners understand the lesson well. Besides, they can also learn English in a more effective and interesting way. The research question was "Is there a fishing game to help students learn vocabulary? Meanwhile, the objective of this final project was to make Fishing Game to help the students in learning vocabulary, especially Alphabet and Number for Kindergarten students. In this study, descriptive method was used. It described what existed to find new facts or meaning. This project results were a set of fishing game consists of a Fish Pond, thirty six sets Fish of Alphabets and Numbers, and four a Fishing Rod. This game can be used in classes during learning-teaching process to help the students memorize Alphabets and Numbers. By using this game, the students can learn vocabulary in a more interesting and effective way.*

Keywords: *Fishing Game, Vocabulary, Kindergarten, Alphabets and Numbers.*

INTRODUCTION

English is one of important languages that must be mastered because it is a means of communication both verbally and in writing. Good English mastery can help us in doing activities related to trade, social, cultural, scientific, education, entertainment and

technology. In studying English, there are four skills should be mastered namely: listening, speaking, reading, and writing. Besides the skills, there are also some important aspects that we need to master in English language; grammar, pronunciation, spelling and vocabulary.

Vocabulary is one of important component in teaching English in addition to other components such as structure, pronunciation and intonation. Mastering the vocabulary is very important especially for students who learn foreign languages. In general, students who just start to learn English need knowledge of vocabulary because with a good and adequate vocabulary, the students will be able to understand the meaning of English.

Therefore, vocabulary has to be taught early since Kindergarten. The lack of vocabulary mastery make learning English little stunted, almost all classes experienced the same thing in a weak mastery of vocabulary, especially the difficulty in pronunciation and writing. The above problems are caused the lack of a medium used in learning English.

One way to make the class more interesting is the use of teaching aids or a medium. It can improve students' enthusiasm towards learning. In general, the presence of media learning or teaching aids children easily learns vocabulary.

And facilitate children learn English quickly and enjoyable. One of media is fishing game. In a fishing game, there are many fish equipped with its image. Therefore, children learn more pleased and enjoyable.

Based on the previous explanation, the objective of this final project is to make Fishing Game to help the students in learning vocabulary, especially Alphabet and Number, for Kindergarten. It is important to discuss about the fishing game in which the game can improve student's vocabulary. It is because the using of fishing game can help the children to remember words and facilitate the child in remembering vocabulary. Besides that, learning activities using fishing game is a fun activity for children.

REVIEW OF LITERATURE

Related Study

There were some related studies taken from different sources. First, Andik Setiawan (2012), the title was: "The Effectiveness of Alphabet Fishing Game to Teach English Vocabulary". The purpose of this study is conducted to find out

of the problem as follow: How is the effectiveness and the result before and after using Alphabet fishing game to teach English vocabulary? In this study the writer uses pre experimental study which to compare result of the test to the experiment class. From the calculation and analysis of the results of experiments prove that the degrees of freedom are 30 with 0.05 significance level is 1,697 and the t-test is 8,706. It is clear that t value t-table.

Second, I Ketut Yarta (2009), the title was: “ about Fishing for the Medium Mental disability Studen of Basic Class V at Kemala Bhayangkari SLB / C (Disable school) Tabanan in 2010/2011”. The study was conducted in order to: (1) Describe the improvement of learning activities in mathematics by using fishing game for the medium mental disability students of basic classV, (2) find out the improvement of learning achievement in mathematics for the medium mental disability students basic class (C1) by using fishing game at Kemala Bhayangkari SLB/C (Disable school), (3) figure out the problems

encountered by the students in learning mathematics based on fishing game. The result indicated that ewre was an improvement in the student ability in mathematics whwn learning was carried out based of fishing game.

Third, Kasyifaturohmah (2011) did a study entitled “Improving Students’ Understanding in Learning Vocabulary through Pictures”. The purpose of the study was to know how using pictures develops students’ understanding in learning vocabulary. The result of the study also showed that the students more interested to learn vocabulary by using a picture.

The difference between the game in this study and previous studies it is the rule of play, size and material. This game is also equipped with a pool. Meanwhile, the kids have to answer what is in the body of the fish.

Vocabulary

Vocabulary is the set of the unknown word meanings and may be used by someone in a language. Vocabulary someone defined as the set of all words that are understood by the people or all the words that

are likely to be used by the person to compose a new sentence. Rich vocabulary of someone generally considered to be a depiction of intelligence or education level. Vocabulary is “Way in which a language or a particular word or sound is spoken”(Oxford: 2010). James and Tess (2014) argues that the acquisition of an adequate vocabulary is essential for successful second language use because without an extensive vocabulary, one will be unable to use the structures and functions one may have learned for comprehensible communication. According to Hatch and Brown (1995), the term vocabulary refers to a list or set of words for particular language or a list of words that individual speakers of language use. Hornby (2010) states that vocabulary is the total number of the words (with their meaning and with rules for combining them) making up the language. According to Richards (2002), vocabulary is the core component of language proficiency and provides much of the basis for how well learners speak, listen, read, and write. Meanwhile, Chacon (2010) says vocabulary is key

component to succeed in communication.

Understanding of the vocabulary is generally regarded as an important part of the process of learning a language or developing the ability of a person in a language that is already mastered. School students are often taught new words as part of specific subjects and many adults who consider the formation of the vocabulary as an activity that is interesting and instructive.

Game

Definition of game is a voluntary interactive game, in which one or more players to follow the rules that restrict the behavior of these players, impose a conflict that could produce a clear end and be counted. According Wright, Betteridge and Buckby (2006), game is entertaining and engaging, often challenging, and an activity in which the learners play and usually interact with others. Games help and encourage many learners to sustain their interest and work. Games also help the teacher to create contexts in which the language is useful and meaningful. The learners want to take part, and in order to do so must understand what

others are saying or have written, and they must speak or write in order to express their own point of view or give information. Games provide one way of helping the learners to *experience* language rather than merely *study* it.

According Samuel Henry (2010), games are an integral part of a child's everyday life, whereas some parents pointed to the game as the cause of the children value drops, the child is not able to socialize, and acts of violence by children. According Santrock (2006), game is a fun activity that is carried out for the sake of the activity it self. According Romlah (2001), game is a fun way of learning because by playing the children learn something without studying. A game as an activity that helps children achieve full development, physical, intellectual, social, moral, and emotion children.

Fishing Game

According to Dwi (2013), Fishing Game is an activity which is accompanied by the rules and conditions mutually agreed to conduct actions that aim, namely fished. Indoor fishing games are a

classic toy for imaginative play. Media of fishing game in learning supported by means of educational games such as fishing equipment, fish colorful imitation, and the scoreboard that lets children are more attentive when the learning process for the ability to recognize the emblem of numbers takes place.

According to I Ketut Yarta (2009), fishing Game is a form of media that modification fishing and miniature models or in the form of a variety of fish, fisheries used to motivate children with intellectual challenges in teaching and learning. Which is where this game serves as a tool in the teaching-learning process, so that children more creative, active, has appeal for the following study, because by playing while learning so much fun and not boring child.

Fishing game is one game fishing which is enjoyable for children. So children can learn while playing, because in fishing game there are many fish are already equipped its image. Fishing game helps students concentrate with different types of bright vivid color of fish toy. Magnetic fishing toy

creat endless pleasure for your children. A game is an activity with rules, a goal and an element of fun.

Alphabet and Number

According to Arifin (2009), "Alphabet is a few sounds and shapes composed of twenty-six kinds, each of these sounds can be made into one word and sentence". The alphabet is a writing system composed of consonants and vowels. Alphabet which are a, i, u, e and o. while the consonants are b, c, d, f, g, h, j, k, l, m, n, p, q, r, s, t, v, w, x, y, and z. Concluded that in the letter of formal education materials have been taught in kindergartens, primary schools, secondary education through college. This is important because the lessons learned, it is expected that the child may have the ability to use and mention.

The letters also can be classified by a special form of writing that is divided into two forms of capital letters and regular letters under the terms of its use.

According to Suhendra (2005), number is an abstract idea.

Numbers not a symbol or emblem, insignia nor numbers. Numbers gives a description of many. Alexander in Sitorus (2008) say number is used to symbolizes numbers, an abstract identity in the mathematical sciences. Every number, for example, the number represented by the numeral 1, is actually a concept the abstract can not be caught by the human senses, but are universal.

METHODOLOGY OF STUDY

The method used in this study was descriptive research. It explains or describes what exists and may help to find new facts and meaning.

Equipment

The processes of designing the word wall using several the equipment such as hardware Laptop and Printer. Software Microsoft Word, Internet and Photoscape.

Materials

The materials used for the products were Plywood and Wood, Magnet, Fishing Rod, String, Bamboo, Paint, Brush, Saw, Cutter, Spons, Paper clips.

Procedure of The Study

1. Product Design

The procedure is as follow:

a. Fish Pond design

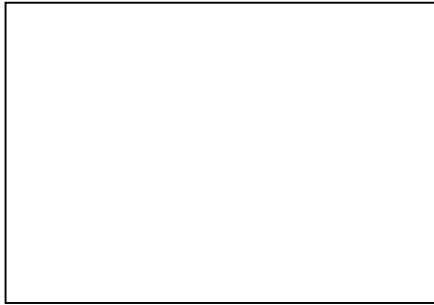


Figure 1.

The designing fish pond using AutoCAD.

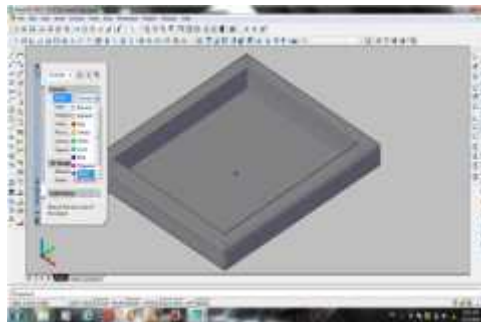


Figure 2

b. Fishing design

Before designing the fish, the first step was searching the pictures related to the product in internet and saving it. The next step was opening Photoscape to design it .



Figure 3

And then the order of next steps were clicking editor, choosing pictures the fish, clicking object and writing the alphabet and number in the body fish, the finally step is clicking ok.



Width: 65 cm

Figure 4

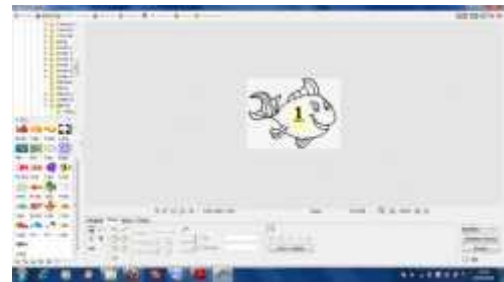


Figure 5

c. Fishing Rod design

The steps of designing fishing rod using microsoft word were opening the microsoft application and then clicking insert and choosing the pattern that we needed. The size for the fishing rod is 50 cm.



Figure 6

d. Score Board design

Table 1. The size for score board was high 49 cm and width 60 cm.

No	Name	Score

Process of Making Fishing Game

There are several processes done in making this media, started from collecting and providing the material until designing the model of the game. The complete processes are explained as follows.

Collecting and Providing the Materials

The contents of this game are twenty six alphabets and ten numbers provided for kindergarten. Therefore, collecting and providing the alphabets and numbers materials were the first thing done. After the collecting was done, the next step was collecting the materials for fish pond, rod fishing and fish for alphabet and numbers.

After the process of collecting and providing materials for alphabets and numbers has been completed, the next thing done was collecting materials for the next media. The model of this game was referred fishing game.

Designing the Model of Fish Pond

When the data has been collected, the next and the main process was designing fish pond. As explained in chapter III, this study used the application to support this process. The process started by drawing the fish pond using AutoCAD. The next process was modifying describing the fish pond and add with various picture in the fish pond in order that visible interesting. Those processes took quite long time to get the best result. It was because the knowledge of the application used was not good enough to optimize the processes of making the medium. After designing the application has been completed, followed by a new manufacturing process by using materials that have been provided and determined.

Designing the Model of Rod Fishing, Alphabets and Numbers Fish

The designing processes of the rod fishing, alphabets and numbers fish were not much different from the fish pond. The application used in this process was photoscape. In addition, there were 36 fish used for this media. That was why this process took a long time to be finished. This process is seen from pattern drawing of fish and followed by inserting text process in Photoscape.

Result of the Product

The result of the study answered the research question “Is there a Fishing Game to learn vocabulary for Kindergarten students? The result was a product which was a Fishing Game to learn vocabulary for Kindergarten students. A set of this game contains a fish pond, four fishing rod, and thirty six sheets of example fish.

Fish Pond

The design of the fish pond has been given in chapter III. As mentioned above, the model of the fish pond was referred to the existing model. The size of the fish pond was

120 cm x 90 cm made from plywood.

Fishing Rod, Alphabets and Numbers Fish

Model respective alphabets and numbers of fish have also been given in section III. Fish were also made with a sponge. They were made in a variety of different colors to make them look more attractive. There were thirty six fish in the pond in which alphabets and numbers were written on the fish body. Besides, the model of fishing rod was also made of wood and given an attractive color. Rod fishing was also equipped with a magnet which served to remove the fish from the pond.

Score Board

The design of the Scoring Board has been given in chapter III. As mentioned above, the model of the scoring board was referred to the existed and interesting model. The size of the scoring board was 49 cm x 34 cm made from plywood.

Playing Instructions

There are the instructions in playing this Fishing Game: This game can be played by two until four

players and in group. The playing instructions are described as follows:

Two until four players

For two until four players, the rules are:

1. All the participants come forward and take their respective positions for fishing.
2. Each participant takes one fish in the pond and mentions a number and an alphabet in the body of the fish.
3. If the participant can pick up and mention it correctly, the participant is asked to take the next fish until the given time runs out.
4. The time given in this game is ten minutes to collect fish as many as possible.
5. The participant who get a few fish is the loser and will get a punishment. The punishment will be given at end of the game.
6. The participant is asked to sing in front of his friends.
7. Meanwhile, the winner is the participant who can collect the most of fish and guess the number or alphabet correctly.

In Group

The players are divided into several groups and each of groups has two until five members. The playing instructions are as below:

1. Participants can make two until four groups and one group that consists of two until five people.
2. Each group goes forward one by one to take and answer what is in the fish's body in turns, if the first participant successfully take and answer correctly, the participant go back and continued with the next participant.
3. Participants continue to turn until time given is over.
4. The time given in the game is five minutes to collect the fish and answer it correctly.
5. The winner is the group that can guess fish as many as possible, and the group that doesn't win will get a punishment.
6. The punishment is given to group that lost.
7. The members of the group are asked to sing in front of his friends.

Evaluation

Evaluation is a kind of activities to get opinions and suggestions to improve the product of final project. It was done in one of Kindergarten in Bengkalis “TK Al-Mansur Sp. Ayam”.

The evaluation has been done for an hour. The first thing was introducing the game and giving instructions to the students. Then, the students were divided into four groups. The next thing was playing the game. The first turn of the game was played one by one and when they have finished their turn, the other representatives of each group continued the turn. The game was played by all participants of each group to play the game. The teachers watched during the game playing process. The last thing was giving the teachers the evaluation sheet. It was needed to write their opinion about the game.

Advisor of Final Project

The advisor of the final project is the lecturer who teaches Grammar at Business English Study Program. According to the Advisor of final project Polytechnic of

Bengkalis, the game was good and interesting. The weakness for the game written was the pond is very big. The suggestion given was making the pond smaller.

Teachers of Kindergarten

According to the teacher of Kindergarten in Bengkalis “TK Al-Mansur Sp. Ayam”, the game was interesting and the students enjoyed in playing process. The first suggestion given was to make animal names and put the meaning in each words at the fish, for example : kucing : cat. Therefore, the students can look the pictures and the words are. The second suggestion given was making the pond smaller and practical. Then, the suggestion given has been followed.

Students of Kindergarten

The reason why the evaluation was done to the students of Kindergarten was because the twenty six Alphabets and ten Numbers used in this game. There were twenty seven students involved in the evaluation. The responses given by all students were positive. According to them, the game was good, interesting, fun and enjoyed in

playing game. In addition, the game can help them learn english Alphabets and Numbers. The game was also easy to be played.

Problems

There were several problems faced during the processes of making this game. They were:

1. Using the applications to design the game

In designing this game, there were several applications in computer used, such as *Photoscape*, *AutoCAD* and etc. However, there were no specific subjects about IT taught in Business English Study Program. Therefore, there were some difficulties in designing the product because there was no enough knowledge about the application. That was why the game designed using more than one application and it only used basic skills and easy tools.

2. Making the product

That was the problem of how to make this product to be a good product. The product is made with equipment that had been prepared previously. Making the fish pond

needs help from someone to manufacture and complete the product, it is because the process can not be done alone. The process of making fish is very difficult and complicated, because many processes that must be done to resolve these products, such as: drawing, cutting patterns of fish, coloring fish, and combining the image of fish to get good results.

CONCLUSION AND SUGGESTIONS

Conclusion

There are several conclusions made after the discussion, the making processes and the result of the final project. The main purpose of this study was to make a Fishing game to help students in learning English Vocabulary, especially Alphabet and Number. Alphabet is a few sounds and shapes composed of twenty-six kinds, each of these sounds can be made into one word. This is important because the lessons learned, it is expected that the child may have the ability to use and mention. The letters also can be classified by a special form of writing that is divided into two

forms of capital letters and regular letters under the terms of its use.

The game made in this study was the same as the existed one in terms of playing rules and model. Media of Fishing Game in learning supported by means of educational games such as fishing equipment, fish colorful imitation, and the scoreboard that lets children are more attentive when the learning process for the ability to recognize the emblem of numbers takes place.

There were several processes taken to complete this game and the final project, started from collecting the materials, designing processes, and making the game. The materials collected were mostly taken from shop, such as the equipment of the game.

After collecting the material, the next thing was designing the model of fish pond and the fish. The applications or programs used were AutoCAD and *Photoscape* were used to design and make the game, started from drawing the fish pond and fish, giving colors, giving numbers and alphabet and giving attractive pictures. But then, the process of designing and making the

fish and fish cannot be made using application. It was made manually.

The problems faced during the project were using the applications to design the game and finding the place to print the game. The difficulties in using the applications occurred because the knowledge was not enough to optimize the processes. For example, *Photoscape*, *AutoCAD* and etcetera. However, there were no specific subjects about IT taught in Business English Study Program. Therefore, there were some difficulties in designing the product because there was no enough knowledge about the application. That was why the game designed using more than one application and it only used basic skills and easy tools.

Suggestions

There were several suggestions for teacher and also for students. The suggestions were as follows:

Suggestions for Teacher

It was suggested for teacher to use learning media during teaching process. By using learning media, the teaching process will be

more interesting. Besides, the purpose is also to deliver the lesson to the students in a more effective way in which the learning media can help teaching process.

This game was made as interesting as possible to make the students study and have fun at the same time. It has educative contents, so the students will be more excited in the class.

This game can be used anytime according to the teacher. However, to avoid the boredom, it is better to use it only when it is needed. For example it can be used as an evaluation tool at the end of a material discussion, or once in every four meetings etcetera.

Suggestions for Students

Although learning vocabulary is not easy, it does not mean it will always be boring. There are many ways the students can do to make it more fun and interesting, for example students can use helping media. By using learning media, the learning process will not only happen in class with teacher, but also can be outside the class where students can learn together with their friends.

Students can use this game inside or outside the class to learn and improve their vocabulary skill alphabet and number. As mentioned before, this game is easy to be played, so the students can play it by themselves without help from a teacher. If the students can do this, the learning process will be more effective and interesting because the students can assess their ability in vocabulary alphabet and number with their friends. However if there is anything cannot be understood, students may ask the lecturer to help.

Therefore, it is suggested for students to always be pro active in learning alphabet and number both in and outside of class to ensure that the vocabulary learning process become more effective. Besides, it will also ensure that the skill of vocabulary can be improved.

REFERENCES

- Arifin, Zaenal. 2009. *Evaluasi Pembelajaran Prinsip, Teknik, Prosedur*. Bandung: PT Remaja Rosdakarya.
- Hadfield, Jill. 1998. *Elementary vocabulary games: A Collection of Vocabulary Games and Activities for Intermediate Students of English*. Longman.

- Henry, Samuel. 2010. *Cerdas Dengan Game: Paduan Praktis Bagi Orang Tua dalam Mendampingi Anak Bermain Game*. Published PT Gramedia Pustaka Utama, Jakarta.
- Hatch, Evelyn and Brown, Cheryl. 1996. *Vocabulary, Semantics and Language Education*. Published by Cambridge University Press, England.
- Milton, James and Fitzpatrick, Tess. 2014. *Dimension of Vocabulary Knowledge*. Published Lagrave Macmillan. New York.
- Kasyifaturrohman, Ifat. 2011. *Improving Students' Understanding in Learning Vocabulary through Picture (A classroom Action Research in the Seventh Grade of SMP 1 Negeri Pontang)*. Published Essay. State University of Islamic Syarif Hidayatullah of Jakarta.
- Kursini, Dwi. 2013. *Pengaruh Permainan Memancing Ikan Terhadap kemampuan Mengenal Lambang Bilangan Pada Anak Kelompok A di TK Tulus Sejati Surabaya*. Studi PG-PAUD. Surabaya.
- Sydney, Albert, Hornby. 2010. *Oxford Advanced Learner's Dictionary of Current English*. Oxford University Press.
- Yarta, I Ketut. 2009. *Improved Mathematics Learning Ability through Fishing for the Medium Mental disability Student of Basic Class V at Kemala Bhayangkari SLB / C (Disable school) Tabanan in 2010/2011*. Tabanan.
- Wright, Andrew, et al. 2006. *Games language for learning*, Published in the United States of America by Cambridge University Press, New York.